PRO Mountain Bike SIMULATOR

LOADING INSTRUCTIONS

ATARI

Switch the computer on, whilst holding down both START & OPTION
When you hear the short tone, release both keys and press play on the
tape unit. Press return and the cassette motor should start.

PRO MOUNTAIN BIKE SIMULATOR

You have control of a mountain bike and your objective is to race over a
series of hazardous obstacles with the intention of finishing with the
fastest time. Your opponent can either be a friend or the computer.

Skillful use of the gears will help you over the mountains and speed over
the ramps. You must also get off and carry your bike over certain
obstacles e.g. potholes and wooden logs.

GAME OBJECTIVE

1 or 2 players must race over a series of obstacles with the objective of
finishing first or finishing with the fastest time. (the fastest time being the
winner). If a 1 player game is selected, then the top biker is computer
controlled, and you control the bottom biker.

Obstacles found in the game are:

Logs	– these must be walked over.
Holes	– these also must be walked over.
Rocks	– either avoided by steering or by walking over them.
Swamp	– slows you down.
Ramps	– if you are riding, they will make you jump.
Mountains	– you can ride up these but they will slow you down, if you stop on a mountain side you will have to lower your gears (minimum 2nd).

INSTRUCTIONS

When the title page comes up, use a joystick in the nearest port to control
arrow. Press fire to select Icon.

Icons from left to right are: Weather conditions, course editor, Start the game and 1 or 2 players.

INGAME CONTROLS (JOYSTICK)
Bike handling controls are:
Without fire button pressed:
UP — Move biker upwards.
DOWN — Move biker downwards.
LEFT — Slow biker down.
RIGHT — Speed biker up.

With fire button pressed:
If you press fire while there are no joystick movements, your bike is switched between walking and riding.

LEFT & FIRE — Decrease gears.
RIGHT & FIRE — Increase gears.

When you are walking, you must make him walk by waggling the joystick LEFT-RIGHT, LEFT-RIGHT quickly. You can still move up and down as usual.

NOTE
At end of map on first lap the leading player will sit on the bench. After some of second player the following player will receive the message to Press ENTER to restart. The game will then turn around and the map will retrack to the start/finish line.

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